```
WAL::Component
# entity
+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()
```

BBM::Drawable3DComponent
+ drawable
+ Drawable3DComponent()
+ Drawable3DComponent()

+ Drawable3DComponent() + Drawable3DComponent() + clone() + Drawable3DComponent() + ~Drawable3DComponent() + operator=()